HARVESTER DEVIL

A serious looking humanoid wearing a wide grin that exposes gleaming and pointed teeth stands before you. Its slick and trim hair grips tightly around the creature's head which also sports two pointed horns. The creature is decked head to toe in finery and expensive-looking garments, and where its feet should be, there is a set of obsidian cloven hooves. Its eyes glow with crimson malice, and a long prehensile tail covered in miniscule red scales slithers coyly behind its back.

Schemers of Legend. Harvester devils, known as falxugon in the Nine Hells, are among the most silver tongued creatures in the multiverse. They thrive as brokers of rare treasure, favours, and souls all across the multiverse. They are especially skilled at convincing mortals to give in to their most insidious temptations, no matter the cost. They most often ply their trade to elevate themselves within the social hierarchy of The Nine Hells, and to secure as much power and comfort as possible in the places they choose to live.

Cosmic Contracts. These fiends are extremely brazen, even for a devil, and this is because they know that cosmic law is on their side. Through a strange and minute clause in an ancient pact forged between the gods, harvester devils have found a way to manipulate the laws of the multiverse to their favour. As a result, no mortal creature from the Material Plane can lay a finger on them with the intent of causing harm. If a particularly strong willed creature manages to overcome the magic at play to actually attack a harvester devil, there is also an immediate backlash that weakens the creature as punishment for breaking with cosmic law. Because of this, harvester devils act with a pompous confidence that nothing can harm them. Since few creatures can muster the mental fortitude to attack these fiends openly, when a harvester devil is causing problems many seek to either banish or imprison the fiend instead, but this is no easy task either.

"Is this not your name, signed in blood on the dotted line? Your regret regarding a shortsighted transaction is not even close to proper grounds for dismissal. I have upheld my end of the bargain sir knight, and now it is time for you to uphold yours"

- *Valrakin the falxugon, at the infernal trial of Oswin Silverhand*

Harvester Devil

Medium Fiend (Devil), Lawful Evil

Armour Class - 15
Hit Points - 97 (13d8 + 39)
Speed - 30 ft.

STR 16 (+3)
DEX 20 (+5)
CON 16 (+3)
INT 16 (+3)
WIS 14 (+2)
CHA 22 (+6)

Skills Deception +9, Perception +5, Persuasion +9, Sleight of Hand +8
Damage Resistances acid, cold
Senses passive Perception 15
Languages Celestial, Common, Infernal, telepathy 120 ft.
Challenge 6 (2,300 XP)

Proficiency Bonus +3

Traits

Alignment Mask.
When it is exposed to any effect that can determine alignment, the devil can make a Charisma (Deception) check opposed by the detector's Wisdom (Insight) check. If the devil's check succeeds, it does not register as evil.

Infernal Debt.
Anytime the devil hits a creature with a melee weapon attack the target must succeed on a DC 18 Wisdom Saving Throw or be cursed by the devil. The cursed target must use its action before moving on its next turn to make a melee or ranged attack against a creature other than itself, chosen by the devil. The target can act normally on its turn if the devil chooses no creature or if none are within its reach.

Refuge of the Damned.
Harvester devils are magically warded to prevent attacks by all residents of the Material Plane. If a creature from the Material Plane would make an attack or take an aggressive action, such as casting a damaging spell with an area of effect, targeting the devil, that creature must first succeed on a DC 25 Wisdom Saving Throw. On a successful save, the action proceeds normally and the creature is cursed. While cursed in this way the creature has disadvantage on attack rolls and saving throws for 24 hours. This trait ceases to function for 24 hours if the harvester devil makes an attack roll against a resident of the Material Plane who has not attacked them first.

Actions

Multiattack.
The devil makes two weapon attacks.

Dagger.
Melee Weapon Attack: +6 to hit, reach 5 ft., one creature.
Hit: 5 (1d4 + 3) piercing damage.

Dagger (Thrown).
Ranged Weapon Attack: +6 to hit, reach 20/60 ft., one creature.
Hit: 5 (1d4 + 3) piercing damage.

Summon Devils (1/Day).
The harvester devil utters an infernal incantation and summons fiendish allies to its side. It can choose to summon either 2d6 lemures, or 1d4 bearded devils.

Innate Spellcasting.
The devil's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: *disguise self*
- 3/day each: *dispel magic, misty step, vampiric touch*
- 1/day each: *mirror image*